Alexis Martineau

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EDUCATION

Northwestern University, Evanston, IL
Bachelor of Arts in **Computer Science** and **Physics**   June 2019
GPA: **3.67/4.00**
Relevant Coursework: Software Development; UI Design; Version Control; Game Design & Development
OS Development; Graphics Libraries; Advanced General Physics; Data Structures

RELEVANT EXPERIENCE

Northwestern University Computer Graphics Course Projects, Evanston, IL   January 2019 – June 2019
Graphics Developer
- Designed and implemented code bases for flexible, expandable and functional RayTracing and Particle-Based animation platforms in Javascript/GLSL
- Developed a polygon-based graphics engine from the ground up using WebGL and JavaScript in order to hone my skills in low-level modeling, animation and basic shader-writing.

Northwestern Physics and Astronomy Department, Evanston, IL   June 2017 – August 2017
Undergraduate Researcher for Prof. Melville Ulmer
- Designed and led independent research to investigate high-redshift, strongly lensed galaxies by cross referencing data from survey-type astronomical databases (SDSS, IRAS, etc.)
- Awarded the Weinberg College of Arts and Sciences Undergraduate Research Grant for demonstration of excellent potential in research and academia

LEADERSHIP EXPERIENCE

Pioneers of Interactive Entertainment Game Development Group, Evanston, IL   January 2018 – June 2019
AstroWars Lead Designer, Tutorial Coordinator
- Led efforts to restructure the group with emphasis on education and hands-on project exposure, resulting in a massive engagement boost and the creation of several student projects
- Managed a 4-person programming team developing a space-strategy game in Unity Game Engine and C#
- Trained new members to ensure that they were equipped with programming (C# and Unity) and design skills to work on ongoing game development projects

Northwestern Fencing Club, Evanston, IL   September 2015 – September 2019
Travelling Team Sabre Fencer
- Travelled across the US with the Northwestern Fencing Club to fence in collegiate club and varsity matches
- Mentored new team members to foster team unity and comradery while also improving fencing technique

SKILLS & INTERESTS

Computer: Programming: Python, C++, C#
Web: Javascript, HTML/CSS
Graphics & Game Development: WebGL, Unity
Language: French (native), English (native)
Interests: Rock climbing, Hiking, Board games, Ancient history & mythology, Fencing, Super Smash Bros.

Commented [JAA1]: Was this used for anything? Is this just a big homework assignment or did you draw insights from it?

Commented [AM2R1]: Not sure what you're trying to make me say here... Is it something like this?

Commented [JAA3R1]: What was the impact of you having created this? "In order to hone my skills" is nice because it shows that you want to learn, but that's not what companies care about. A company wants to see that you're going to be impactful there. So what here was special about the polygon-based graphics engine that you made? What's it used for? If you and 40 other students in the class were each assigned this as a project and there is no way in which it is applied outside the classroom, it's probably better to find something else to say.